

INFORMATION DISCLOSURE CITATION		ATTY./DOCKET NO.	SERIAL NO.
 (Use several sheets if necessary)		723-749	09/585,329
		APPLICANT	HOLLIS et al.
		FILING DATE	GROUP
		02 June 2000	2776 2672
			

U.S. PATENT DOCUMENTS

RECEIVED

OCT 12 2001

Technology Center 2600

FOREIGN PATENT DOCUMENTS

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

¹¹ Rogers, Doug, "Color Key in Direct3D," White Papers, www.nvidia.com, posted 1/11/2000.

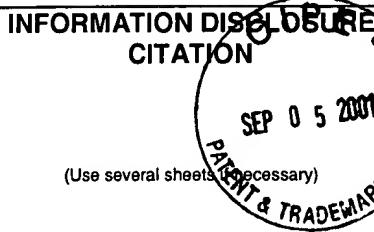
*Examiner

Mohlewa Hood-Johnson

Date Considered

12/4/02

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.



ATTY. DOCKET NO. 723-749 SERIAL NO. 09/585,329
 APPLICANT HOLLIS et al.
 FILING DATE June 2, 2000 GROUP 2776 2672

U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
AMY	001	6,226,012	5/2001	PRIEM et al.		
AMY	002	6,198,488	3/2001	LINDHOLM et al.		
AMY	003	6,181,352	1/2001	KIRK et al.		
AMY	004	6,173,367	1/2001	ALEKSIC et al.		
AMY	005	6,092,124	7/2000	PRIEM et al.		
AMY	006	6,057,852	5/2000	KRECH, Jr.		
AMY	007	6,037,949	3/2000	DeROSE et al.		
AMY	008	6,028,611	2/2000	ANDERSON et al.		
AMY	009	6,025,853	2/2000	BALDWIN		
AMY	010	6,023,738	2/2000	PRIEM et al.		
AMY	011	6,002,409	12/1999	HARKIN		
AMY	012	5,999,196	12/1999	STORM et al.		
AMY	013	5,969,726	10/1999	RENTSCHLER et al.		
AMY	014	5,949,440	9/1999	KRECH, Jr. et al.		
AMY	015	5,949,424	9/1999	CABRAL et al.		
AMY	016	5,940,086	8/1999	RENTSCHLER et al.		
AMY	017	5,920,326	7/1999	RENTSCHLER et al.		
AMY	018	5,917,496	6/1999	FUJITA et al.		
AMY	019	5,874,969	2/1999	STORM et al.		
AMY	020	5,821,949	10/1998	DEERING		
AMY	021	5,815,166	9/1998	BALDWIN		
AMY	022	5,805,868	9/1998	MURPHY		
AMY	023	5,801,716	9/1998	SILVERBROOK		
AMY	024	5,801,706	9/1998	FUJITA et al.		
AMY	025	5,798,770	8/1998	BALDWIN		
AMY	026	5,777,629	7/1998	BALDWIN		
AMY	027	5,774,133	6/1998	NEAVE et al.		
AMY	028	5,768,629	6/1998	WISE et al.		
AMY	029	5,768,626	6/1998	MUNSON et al.		
AMY	030	5,764,243	6/1998	BALDWIN		
AMY	031	5,758,182	5/1998	ROSENTHAL et al.		
AMY	032	5,727,192	3/1998	BALDWIN		
AMY	033	5,721,947	2/1998	PRIEM et al.		
AMY	034	5,701,444	12/1997	BALDWIN		
AMY	035	5,687,357	11/1997	PRIEM		
AMY	036	5,608,424	3/1997	TAKAHASHI et al.		
AMY	037	5,594,854	1/1997	BALDWIN et al.		
AMY	038	5,504,917	4/1996	AUSTIN		

*Examiner

Monica Blood-Johnson

Date Considered

12/1/02

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

INFORMATION DISCLOSURE CITATION		ATTY. DOCKET NO.	SERIAL NO.			
		723-749	09/585,329			
		APPLICANT				
		HOLLIS et al.				
(Use several sheets if necessary)		FILING DATE	GROUP			
		June 2, 2000	2776 2672			
U.S. PATENT DOCUMENTS						
*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
MH	039 5,457,775	10/1995	JOHNSON Jr. et al.	████████	████████	
	040 5,421,028	5/1995	SWANSON	████████	████████	
	041 5,392,393	2/1995	DEERING	████████	████████	
	042 5,392,385	2/1995	EVANGELISTI et al.	████████	████████	
	043 5,170,468	12/1992	SHAH et al.	████████	████████	
	044 5,136,664	8/1992	BERSACK et al.	████████	████████	
	045 4,945,500	7/1990	DEERING	████████	████████	
	046 4,914,729	4/1990	OMORI et al.	████████	████████	
	047 4,901,064	2/1990	DEERING	████████	████████	
	048 4,866,637	9/1989	GONZALEZ-LOPEZ et al.	████████	████████	
	049 4,862,392	8/1989	STEINER	████████	████████	
	050 4,829,295	5/1989	HIROYUKI	████████	████████	
	051 4,725,831	2/1988	COLEMAN	████████	████████	
	052 4,658,247	4/1987	GHARACHORLOO	████████	████████	
	053 4,570,233	2/1986	YAN et al.	████████	████████	
	054 4,425,559	1/1984	SHERMAN	████████	████████	
	055 4,388,620	6/1983	SHERMAN	████████	████████	

FOREIGN PATENT DOCUMENTS

TRANSLATION

	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
056	EP 1 081 649	3/2001	EUROPEAN	====			
057	EP 1 075 146	2/2001	EUROPEAN	====			
058	EP 1 074 945	2/2001	EUROPEAN	====			
059	JP 2000-215325	8/2000	JAPAN (w/English Abstract)	====			
060	JP 2000-207582	7/2000	JAPAN (w/English Abstract)	====			
061	JP 2000-182077	6/2000	JAPAN (w/English Abstract)	====			
062	JP 2000-156875	6/2000	JAPAN (w/English Abstract)	====			
063	JP 2000-149053	5/2000	JAPAN (w/English Abstract)	====			
064	JP 2000-132706	5/2000	JAPAN (w/English Abstract)	====			
065	JP 2000-132704	5/2000	JAPAN (w/English Abstract)	====			
066	JP 2000-92390	3/2000	JAPAN (w/English Abstract)	====			
067	JP 2000-66985	3/2000	JAPAN (w/English Abstract)	====			
068	JP 11259678	9/1999	JAPAN (w/English Abstract)	====			
069	JP 11259671	9/1999	JAPAN (w/English Abstract)	====			

***Examiner**

Monika Hood-Johnson Date Considered 12/4/02

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

INFORMATION DISCLOSURE

ATTY. DOCKET NO.

SERIAL NO.

CITATION

723-749

09/585,329

SEP 05 2001

APPLICANT

HOLLIS et al.

(Use several sheets if necessary)

FILING DATE

GROUP

June 2, 2000

276 2672

FOREIGN PATENT DOCUMENTS

TRANSLATION

	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
070	JP 11226257	8/1999	JAPAN (w/English Abstract)				
071	JP 11203500	7/1999	JAPAN (w/English Abstract)				
072	JP 11161819	6/1999	JAPAN (w/English Abstract)				
073	JP 11076614	3/1999	JAPAN (w/English Abstract)				
074	JP 11053580	2/1999	JAPAN (w/English Abstract)				
075	WO 94/10641	5/1994	WIPO				
076	CA 2,070,934	12/1993	CANADIAN				

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

077	Photograph of Sony PlayStation II System
078	Photograph of Sega Dreamcast System
079	Photograph of Nintendo 64 System
080	Whitepaper: 3D Graphics Demystified, November 11, 1999, www.nvidia.com
081	Whitepaper: "Z Buffering, Interpolation and More W-Buffering", Doug Rogers, January 31, 2000, www.nvidia.com
082	Whitepaper: Using GL_NV_vertex_array and GL_NV_fence, posted 8/1/2000, www.nvidia.com
083	Whitepaper: Anisotropic Texture Filtering in OpenGL, posted 7/17/2000, www.nvidia.com
084	Whitepaper: Mapping Texels to Pixels in D3D, posted 4/5/2000, www.nvidia.com
085	Whitepaper: Guard Band Clipping, posted 1/31/2000, www.nvidia.com
086	Whitepaper: Cube Environment Mapping, posted 1/14/2000, www.nvidia.com
087	Whitepaper: Color Key in D3D, posted 1/11/2000, www.nvidia.com
088	Whitepaper: Vertex Blending Under DX7 for the GeForce 256, 1/5/2000, www.nvidia.com
089	Whitepaper: Optimizing Direct3D for the GeForce 256, 1/3/2000, www.nvidia.com
090	Whitepaper: Dot Product Texture Blending, 12/3/1999, www.nvidia.com
091	Whitepaper: Technical Brief: AGP 4X with Fast Writes, 11/10/1999, www.nvidia.com
092	Technical Brief: Transform and Lighting, 11/10/1999, www.nvidia.com
093	Technical Brief: What's New With Microsoft DirectX7, posted 11/10/1999, www.nvidia.com
094	Mitchell et al., "Multitexturing in DirectX6", Game Developer, September 1998, www.gdmag.com
095	VisionTek, "GeForce2 GS Graphics Processing Unit", ©2000 www.visiontek.com
096	Jim Bushnell et al. "Advanced Multitexture Effects With Direct3D and OpenGL", Pyramid Peak Design & ATI Research, Inc., GameDevelopers Conference, ©1999
097	Sony PlayStation II Instruction Manual, Sony Computer Entertainment Inc., ©2000
098	Stand and Be Judged, Next Generation, May 2000
099	PlayStation II: Hardware Heaven or Hell?, Next Generation, January 2000
100	Chris Charla, "Play Station II: The Latest News", Next Generation, September 1999
101	"First PlayStation II Gameplay Screens Revealed!", Next Generation, September 1999
102	Game Enthusiast Online Highlights, March 18, 1999
103	Game Enthusiast Online Highlights, March 19, 1999
104	Game Enthusiast Online Highlights, March 17, 1999
105	Game Enthusiast Online Highlights, October 20, 1999
106	Joel Easley, "PlayStation II Revealed", Game Week, September 29, 1999

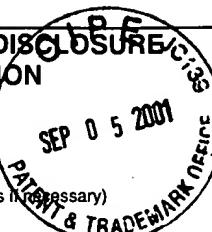
*Examiner

Matthew Good-Johnson

Date Considered

13/4/03

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

INFORMATION DISCLOSURE
CITATION

ATTY. DOCKET NO.

723-749

SERIAL NO.

09/585,329

APPLICANT

HOLLIS et al.

FILING DATE

June 2, 2000

GROUP

2778-2672

(Use several sheets if necessary)

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

107 Inside Sony's Next Generation Playstation, ©1999

108 Press Releases, March 18, 1999

109 Chris Johnston, "PlayStation Part Deux", Press Start, ©1999

110 Nikkei Shimbun, "Sony Making SME, Chemical and SPT into Wholly-Owned Subsidiaries", March 9, 1999

111 AM News: Japanese Developers Not All Sold on PS2, Next Generation, March 16, 1999

112 Sony To Turn PlayStation Maker Into Wholly Owned Unit-Nikkei, Dow Jones News Service, March 8, 1999

113 Yumiko Ono, Sony Antes Up Its Chips In Bet On New Game System, Dow Jones News Service, March 4, 1999

114 MacWeek.Com Gets Inside Story on Connectix VGS for Windows; Controversial Emulator of Sony PlayStation Games Cureently Available for Macs Only, Business Wire, March 12, 1999

115 "DexDrive Bridges Gap", The Tampa Tribune, March 12, 1999

116 A Microprocessor With a 128b CPU, 10 Floating-Point MAC's, 4 Floating-Point Dividers, and an MPEG2 Decoder, 1999 IEEE International Solid-State Circuits Conference, February 16, 1999

117 Dreamcast Instruction Manual, Sega Enterprises, Ltd., ©1998

118 "Sega To Launch Video Camera for Dreamcast", Reuters Business News, February 16, 2000

119 David Pescovitz, "Dream On", Wired, August 1999

120 Randy Nelson, "Dreamcast 101: Everything You Ever Wanted To Know About Sega's Powerful New Console", Official Sega Dreamcast Magazine, June 1999

121 2D/3D Graphics Card User Manual, Guillemot ©1999

122 Nintendo 64 Instruction Booklet, Nintendo of America, 1998

123 Steven Levy, "Here Comes PlayStation II", Newsweek, March 6, 2000

124 David Sheff, "Sony Smackage: Test Driving The PlayStation II", Wired, November 1999

125 Introducing The Next Generation PlayStation, Sony Computer Entertainment Inc., ©1999

126 Leadtek GTS, August 3, 2000, www.hexus.net

127 Voodoo 5 5500 Review, July 26, 2000, www.hexus.net

128 ATI Radeon 64 Meg DDR OEM, August, 19, 2000, www.hexus.net

129 Microsoft Xbox - The Future of Gaming, Microsoft Xbox Performance Sheet, www.xbox.com

130 Robert L. COOK, "Shade Trees", Computer Graphics, Vol. 18, No. 3, July 1984

131 WANG et al., "Second-Depth Shadow Mapping", Department of Computer Science, Univ. N.C, Chapel Hill, N.C. pp. 1-7

132 PEERCY et al., "Efficient Bump Mapping Hardware", Computer Graphics Proceedings, Annual Conference Series, 1997

133 Gustavo OLIVEIRA, "Refractive Texture Mapping, Part One", www.gamasutra.com, November, 10, 2000

134 John SCHLAG, "Fast Embossing Effects on Raster Image Data, Graphics Gems IV, Edited by Paul S. Heckbert, Computer Science Department, Carnegie Mellon University, Academic Press, Inc., 1994, pp.433-437

135 James F. BLINN, "Simulation of Wrinkled Surfaces," Caltech/JPL, pp. 286-292, SIGGRAPH 78 (1978)

136 Tomas MÖLLER and Eric HAINES "Real-Time Rendering", AK Peters, Ltd., ©1999, pp. 127-142

137 Technical Presentation: Vertex Buffers, posted 6/12/2000, www.nvidia.com

138 Technical Presentation: Hardware Transform and Lighting, www.nvidia.com, posted 6/12/2000

139 Technical Presentation: Hardware Bump-mapping Choices and Concepts, 6/07/2000, www.nvidia.com

140 Technical Presentation: How to Bump Map a Skinned Polygonal Model, 6/7/2000, www.nvidia.com

141 Technical Presentation: Computations for Hardware Lighting and Shading, 3/17/2000, www.nvidia.com

*Examiner

Motilalna Scott-Johnson

Date Considered

10/4/02

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

INFORMATION DISCLOSURE CITATION		ATTY. DOCKET NO. 783-749	SERIAL NO. 09/585,329
		APPLICANT HOLLIS et al.	
(Use several sheets if necessary)		TEILING DATE June 2, 2000	GROUP 2776 2672

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

142 Technical Presentation: Practical Bump-mapping for Today's GPUs, 3/17/2000 www.nvidia.com
 143 Technical Presentation: Shadows, Transparency, & Fog, 3/17/2000 www.nvidia.com
 144 Technical Presentation: GeForce 256 Register Combiners, 3/17/2000 www.nvidia.com
 145 Technical Presentation: TexGen & The Texture Matrix, 3/15/2000 www.nvidia.com
 146 Technical Presentation: Toon Shading, 3/15/2000 www.nvidia.com
 147 Technical Presentation: D3D 7 Vertex Lighting, 3/15/2000 www.nvidia.com
 148 Technical Presentation: Per-Pixel Lighting (by S. Dietrich) 3/14/2000 www.nvidia.com
 149 Technical Presentation: GeForce 256 and RIVA TNT Combiners, 12/8/1999 www.nvidia.com
 150 Technical Presentation: Vertex Cache Optimization, 11/12/1999 www.nvidia.com
 151 Technical Presentation: Vertex Blending, 11/12/1999 www.nvidia.com
 152 Technical Presentation: Hardware Transform and Lighting, 11/12/1999 www.nvidia.com
 153 Technical Presentation: GeForce 256 Overview, 11/12/1999 www.nvidia.com
 154 Technical Presentation: DirectX 7 and Texture Management, 11/12/1999 www.nvidia.com
 155 Technical Presentation: Dot Product Lighting, 11/12/1999 www.nvidia.com
 156 Technical Presentation: Texture Coordinate Generation, 11/3/1999 www.nvidia.com
 157 Technical Presentation: Phong Shading and Lightmaps, 11/3/1999 www.nvidia.com
 158 Technical Presentation: The ARB_multitexture Extension, 11/3/1999 www.nvidia.com
 159 Technical Presentation: Multitexture Combiners, 11/3/1999 www.nvidia.com
 160 Technical Presentation: Emboss Bump Mapping, 11/3/1999 www.nvidia.com
 161 Technical Presentation: Hardware Accelerated Anisotropic Lighting, 11/3/1999 www.nvidia.com
 162 Technical Presentation: Guard Band Clipping, 11/3/1999 www.nvidia.com
 163 The RenderMan Interface, Stephan R. Keith, Version 3.1, Pixar Animation Studios, September 1989
 164 The RenderMan Interface, Version 3.2, Pixar Animation Studios, July 2000 www.pixar.com
 165 NVIDIA Product Overview, "GeForce2Ultra", NVIDIA Corporation, 8/21/00, www.nvidia.com
 166 Duke, "Dreamcast Technical Specs", Sega Dreamcast Review, Sega, 2/99, www.game-revolution.com
 167 Marlin Rowley, "GeForce 1 & 2 GPU Speed Tests", 5/11/2000, www.g256.com
 168 "Dreamcast: The Full Story", Next Generation, September 1998

OTHER REFERENCE ON SEPARATE CD:

DirectX 7.0 Programmer's Reference, Microsoft Corporation, 1995-1999 (as part of the DirectX 7.0 SDK on the Companion CD included with "Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999)

TEXTBOOK REFERENCES:

"Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999
 "OpenGL Programming Guide, The Official Guide to Learning OpenGL, Release 1", Jackie Nieder, Tom David, Mason Woo, Addison-Wesley Publishing Co., 1993
 "Procedural Elements for Computer Graphics," Second Edition, David F. Rogers, McGraw Hill, 1998
 "Real-Time Rendering," Tomas Moller, Eric Haines, AK Peters, 1999
 "Computer Graphics, Principles and Practice," Second Edition, The Systems Programming Series, Foley, van Dam, Fiener, Hughes, Addison Wesley, 1990
 "Principles of Three-Dimensional Computer Animation", "Revised Edition, Michael O'Rourke, W.W. Norton & Company, 1998

Examiner

Monica Hood-Johnson

Date Considered

10/1/02

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.